



Show Bible
January 2014 v1.5

by C.H. Greenblatt

BAD SEEDS

is about an unlikely friendship.

It's about the ups and downs of being a kid.

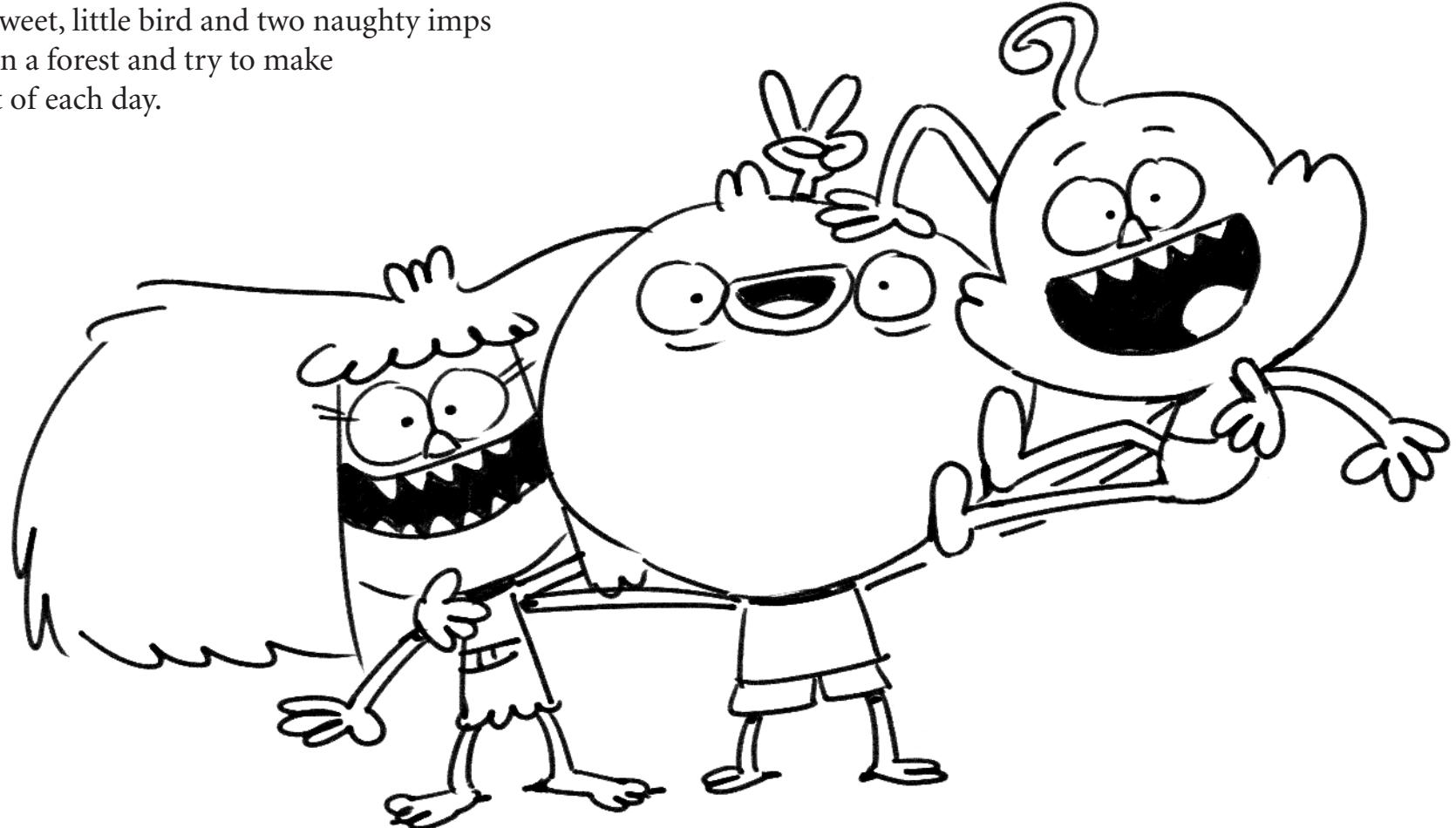
It's about fighting preconceived notions of yourself.

It's about the memorable moments that shape you.

It's about trying to get some control of the world around you.

It's about freedom. It's about responsibilities.

It's about a sweet, little bird and two naughty imps
who all live in a forest and try to make
the most out of each day.



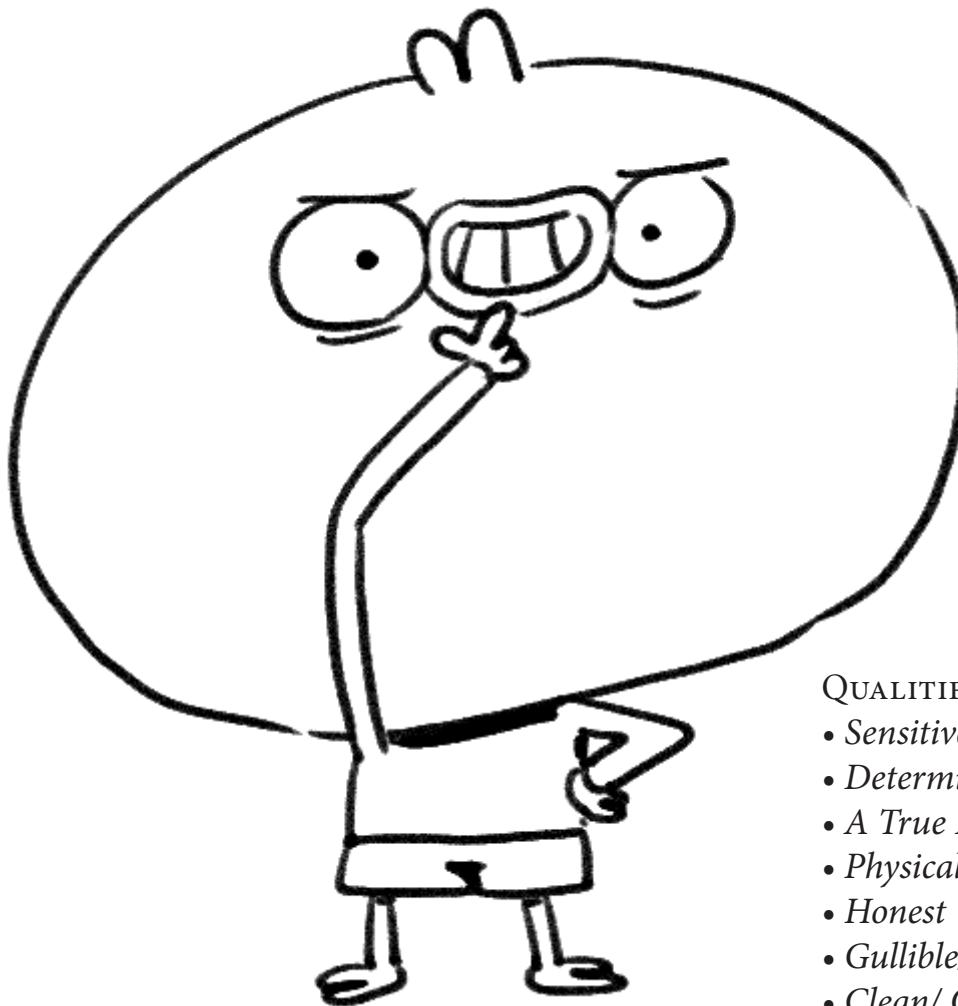
HARVEY TWEETS

Harvey is a good kid with a big head and an even bigger heart. He does things the “right” way. He follows the rules. He treats others with respect. He believes the world is a good and decent place.

He's decided to be the master of his own destiny – to define who he is rather than be trapped by what others assume about him.

He also knows that to enjoy life to the fullest, he's going to have to start doing some things the “wrong” way.

The challenge for him is how “wrong” he's willing to let himself go.



QUALITIES:

- *Sensitive*
- *Determined*
- *A True Friend*
- *Physically Weak/ Clumsy*
- *Honest*
- *Gullible/ Trusting*
- *Clean/ Organized*

HARVEY DOESN'T WANT TO BE BAD,
HE WANTS TO REALLY LIVE
AND LIVING MEANS TAKING RISKS.

FRIENDSHIP

A lot of Harvey's struggles come from internal locks and expectations he's placed on himself. But by being around the twins, he's discovered the means to push himself past his previously comfortable limits.

They give him an example to live to up to and emulate. His goal is to have their level of personal freedom. He just has to find his own path to it.

They're his best friends and he'd do anything for them. Others see the twins as nuisances but he thinks they're cool. He doesn't judge them.



HARVEY IS THE CONSCIENCE OF THE GROUP.

He's sensitive about other's feelings, but that doesn't mean he's a wet blanket or the one who says "Don't do that." He shouldn't approach situations like an adult, knowing the consequences before-hand. It's not until he sees the repercussions that he realizes something he's doing may be wrong.

FAMILY

Harvey is very close with his parents. He looks up to them as much as he does to his friends. They're not a source of embarrassment in his life yet. He enjoys eating dinner with his family, having game night, and putting on family plays for his friends. His parents are a form of security and a source of power for him. He doesn't want to disappoint them.

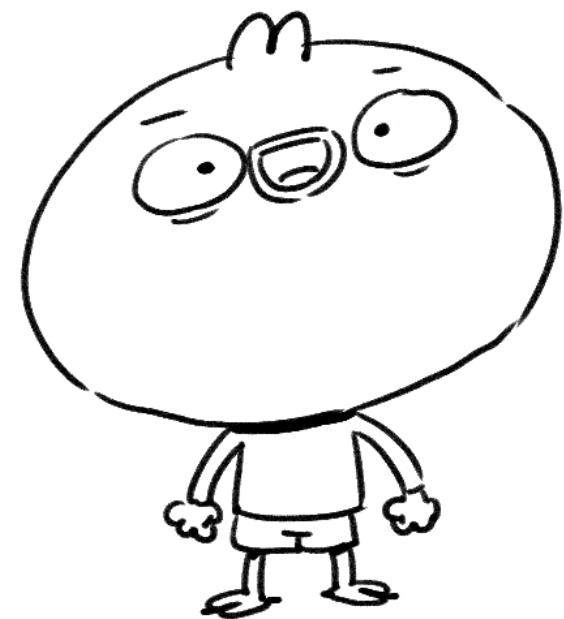
HARVEY IS NEVER TRYING TO BE COOL.
HE ALREADY BELIEVES HE'S COOL.

He's not looking for approval or accolades. He's comfortable with who he is. He thinks his cargo shorts are cool. He thinks his parents are cool. He thinks his dancing is cool.



WHY IS HARVEY THE MAIN CHARACTER?

Harvey isn't the strongest kid. Or the smartest. Or the best looking. He's pretty average and kind of weird. But he ends up inspiring others through his determination and heart.



WHAT MAKES HARVEY FUNNY?

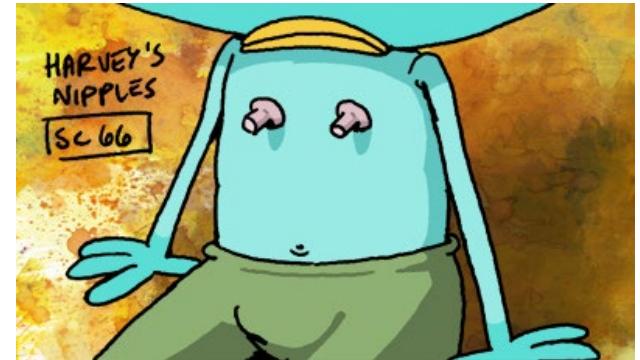
His sensitivity causes him to over-react emotionally to things. He tries to keep his emotions in check, but he's terrible at it. He wears them on his sleeve.

He's a total klutz, always getting hurt.



He's slightly OCD and likes things a certain way. Giving in to chaos is a challenge for him.

When Harvey thinks he's really going for it, he's only being very mildly adventuresome, if at all. The twins are what push him past his normal comfortable limits.

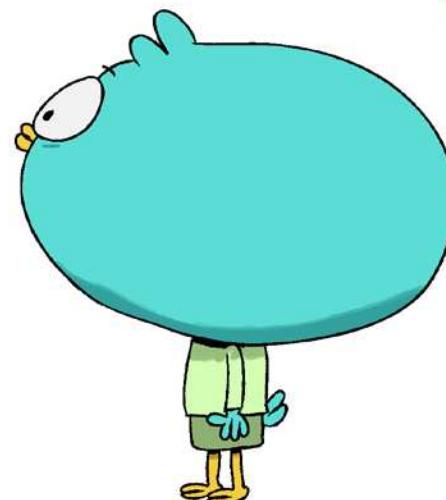
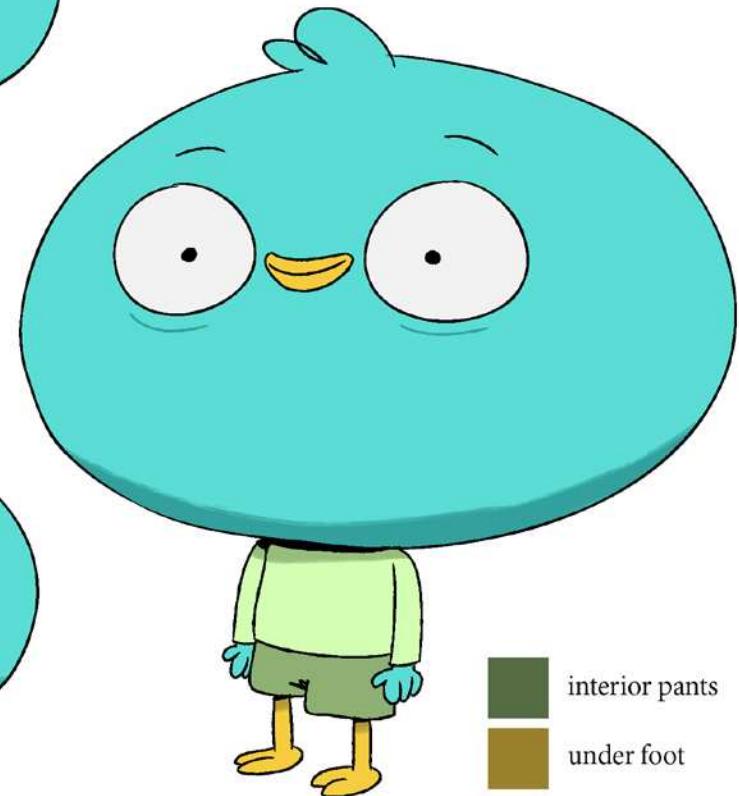
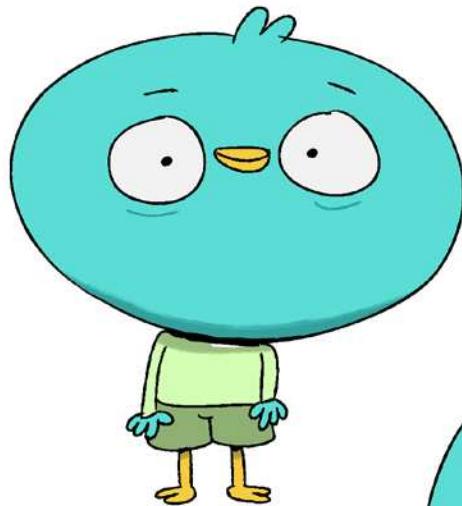


HE HAS A WEIRD WAY
OF DOING A LOT OF THINGS.

It's like he's created a world of strange rules for himself. Some are for fun, some are because he thinks they're cool, and some are for unknown reasons. It's the kind of creativity that comes from being alone, where you have to entertain yourself.

He sees himself differently than the rest of the world does. He thinks he's a rebel cool kid. Others see him as a sweet boy who's a little bit of a dork.

HARVEY (rev)



Head shape is irregular and subtly changes as he moves.
Eye size and position varies depending on expressions.
Line quality should have texture and be loose .
Don't scale the line too thick.
Hands change size as needed.
Keep a hand-drawn look to the art.

- █ interior pants
- █ under foot
- █ inside mouth
- █ tongue

Harvey should always be dimensional and not flatten out.

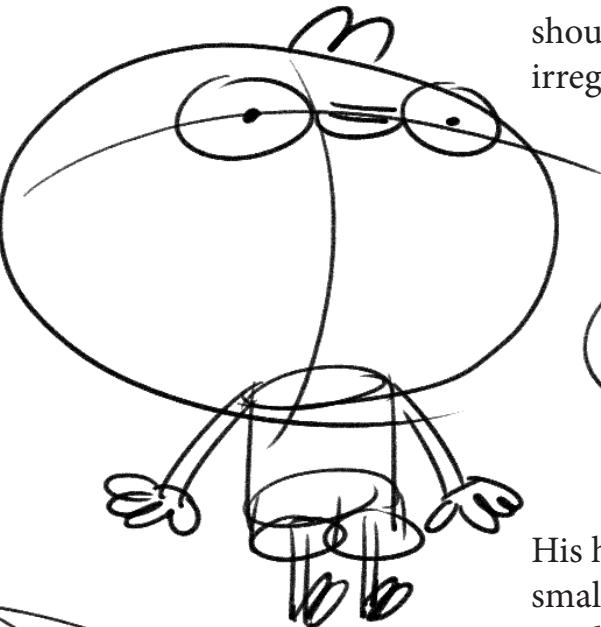
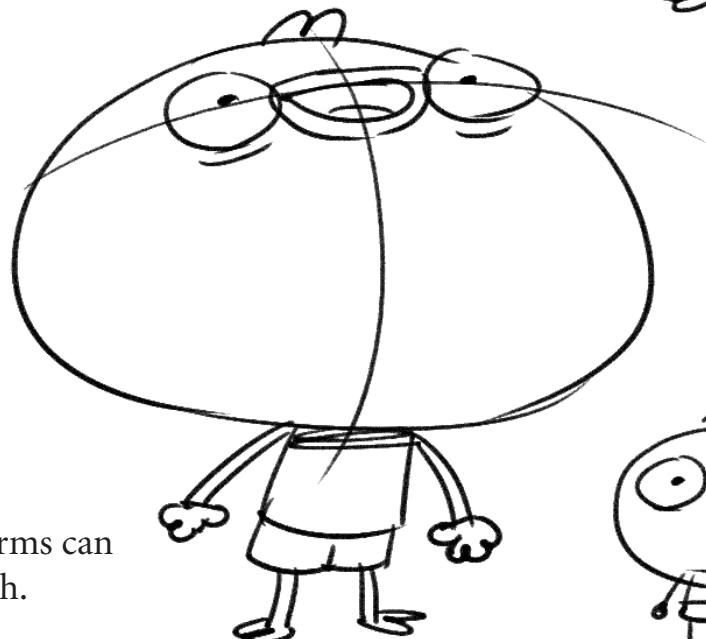
His body, arms, shorts, & legs are cylinders. His mouth always starts between his eyes.

His eyes should be set apart wide. They can move and change size as needed for expression.

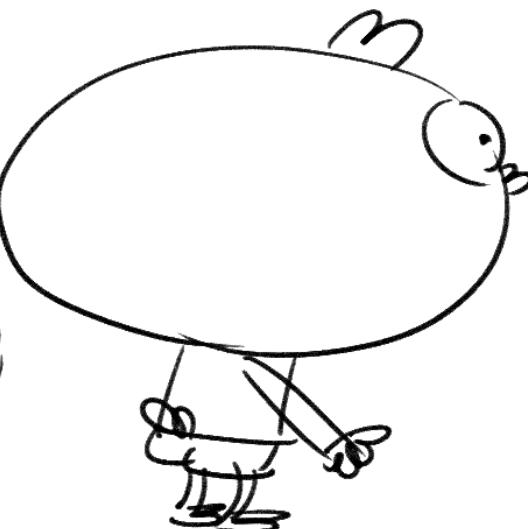
His head is oval but should be imperfect and irregular.

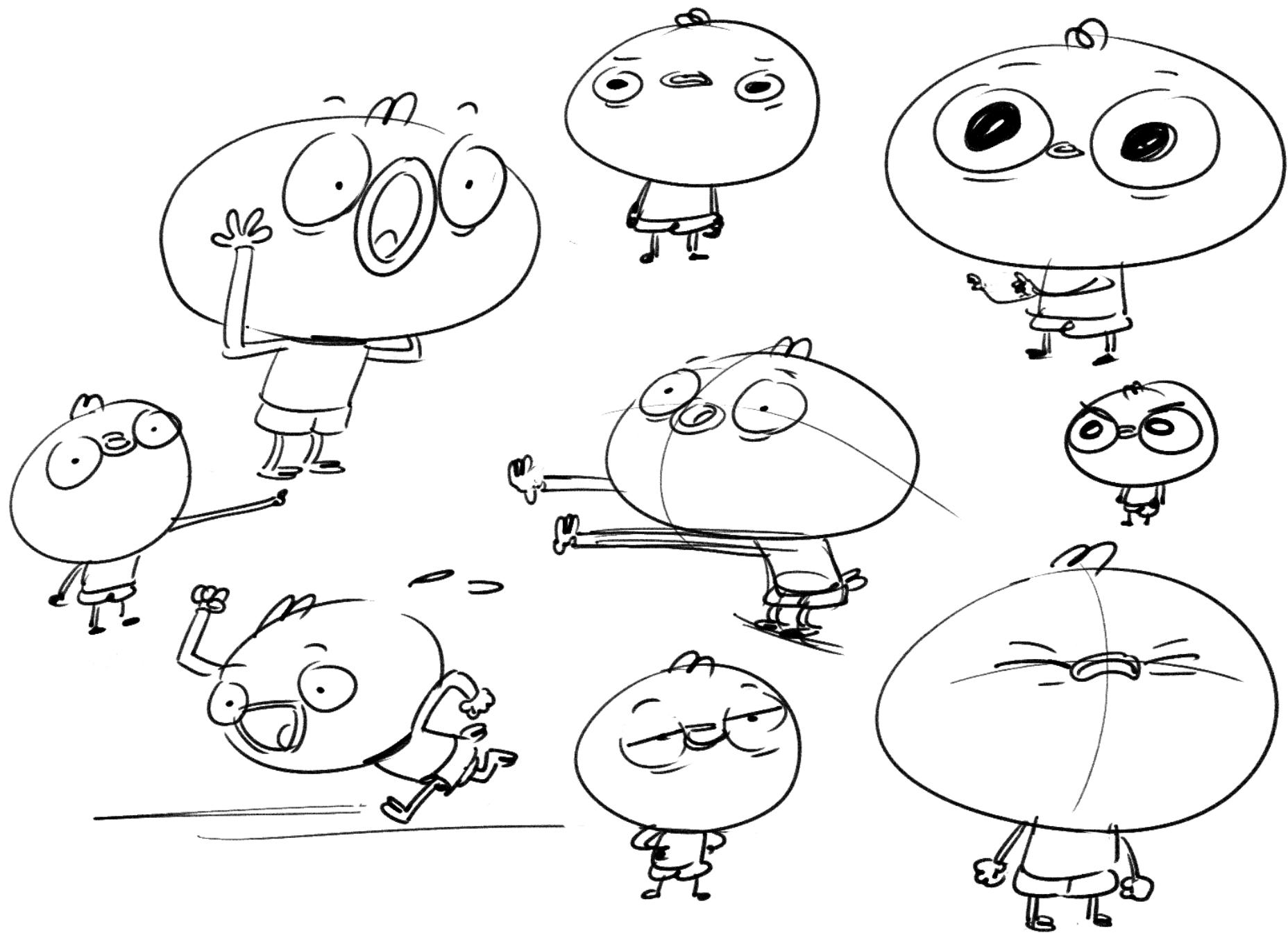


His arms can stretch.



His hands are usually small, but can grow if needed.





FEE AND FOO

These twins have grown up in the forest without parents or any other adult supervision. They've always been free to do whatever they choose, without rules or consequences. But it's been a solitary life because their wild behavior has kept others from accepting them.

That changed when they made friends with Harvey. They don't think he's any less cool than them, just different in his own way. They consider him their best friend.

They're usually not looking for trouble, just something to entertain themselves.

THE TWINS AREN'T INHERENTLY BAD.
THEY JUST DO WHATEVER THEY WANT
WITHOUT REGARD FOR OTHERS.



FAMILY

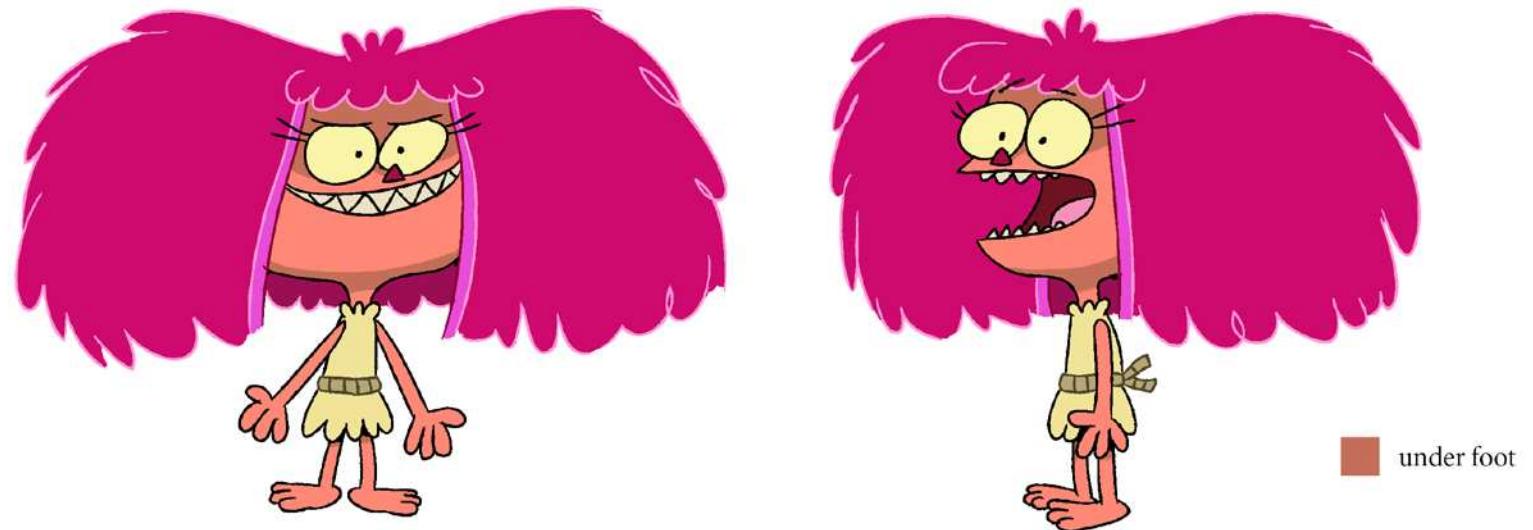
Fee and Foo love being involved with Harvey's family. It's something they've never had and always wanted, so they don't want to blow it.

They act overly polite around his parents. But because they're not sure what being polite is actually like, they're very awkward about it.

FEE



Treat her hair like a bale of stiff straw.
The line work should stay loose and not scale too thick.
Her dress is a burlap sack tied with a rope.
Eyebrows can float above hair when needed.
No set teeth amount. They change with expression.
Keep hands loose.



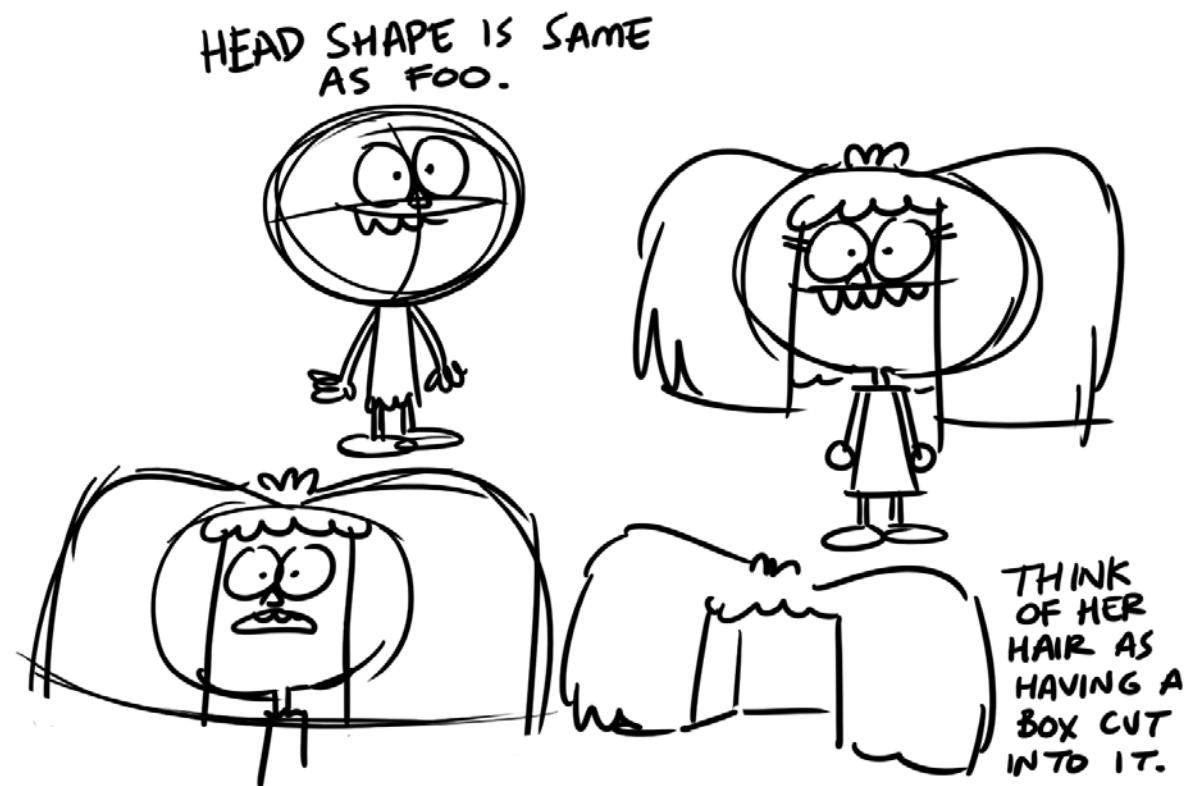
Since she's always been on her own as an outsider, Fee's mistrustful of others and suspicious of their motives.

She speaks her mind, even when no one asks. There's no tact or thought for how it'll make others feel.

She doesn't like being told what to do. And she doesn't like fakeness in others.

FEE ISN'T BITCHY.
SHE WANTS TO BE IN CONTROL
OF HER SITUATION .

Deep down she wants to be accepted but it's easier to push people away. It's the theory of being strong so you don't get hurt. She likes watching mushy movies and shows.



QUALITIES:

- *Brash/ Impulsive*
- *Rude/ Direct*
- *Strong and athletic*
- *Protective of others*
- *A True Friend*
- *Messy/ Dirty*
- *Willful/ Stubborn*
- *Mistrustful*

WHY IS FEE A MAIN CHARACTER?

She gets to do and say all the things we wish we could if we didn't care what others thought. She's loyal to her family and friends, and she looks out for those who can't help themselves.

SHE THINKS PRETTY
HIGHLY OF HERSELF.
SHE WON'T ACCEPT THE WORLD
LOOKING DOWN ON HER.

She can be really stubborn, unwilling to let convention, rules, or logic stop her.

FRIENDSHIP

Once Fee decides she likes you, she'll protect you in whatever way she sees best. She's extremely protective of her brother. No one is allowed to make him feel bad.

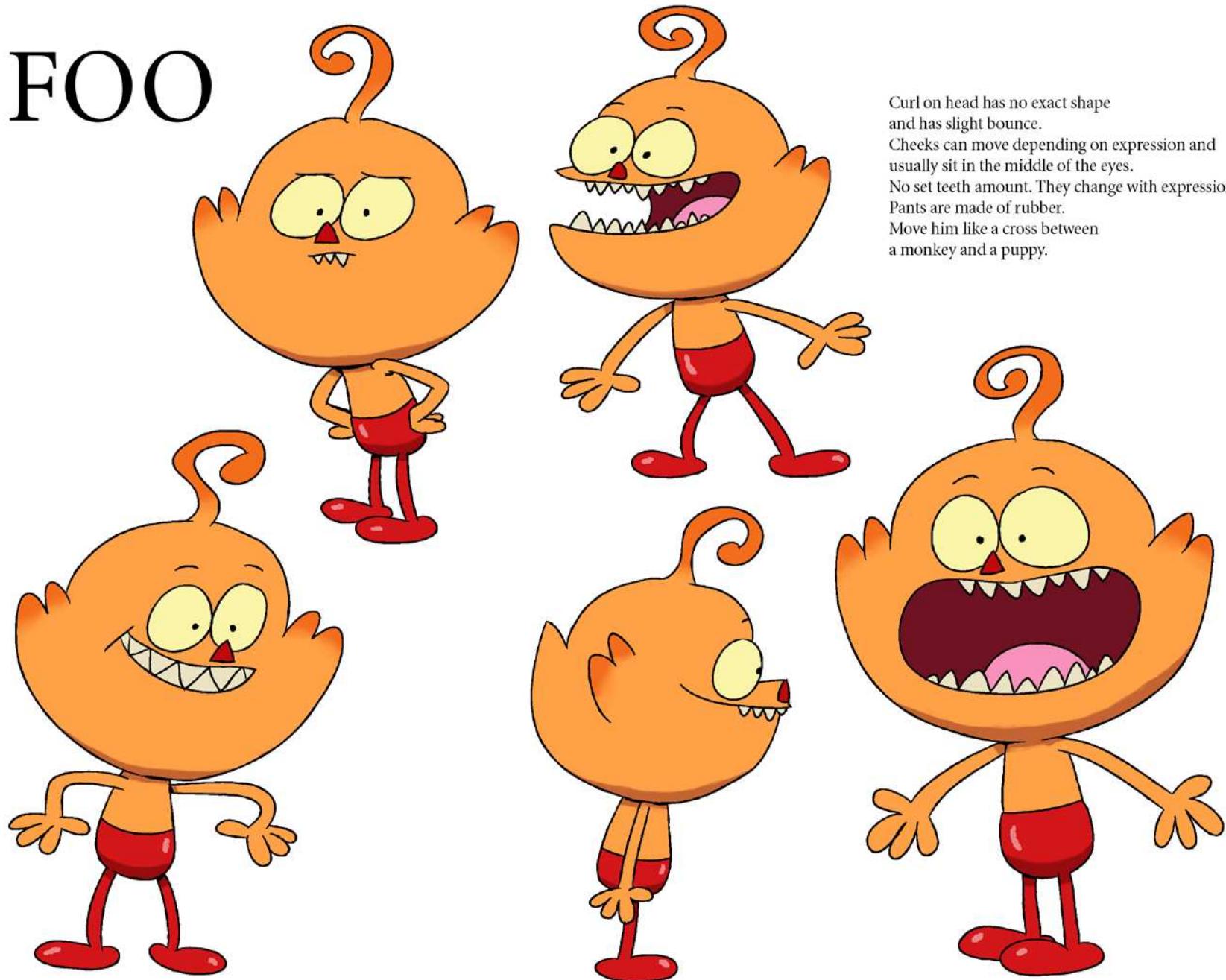
She'll give Harvey a hard time about stuff, but she never wants to hurt his feelings. He's the only one she would ever open up to about how she feels.

She doesn't ever remember the names of any of the other kids.



She keeps all of her stuff in her hair, like it's her handbag.

FOO



Curl on head has no exact shape and has slight bounce.
Cheeks can move depending on expression and usually sit in the middle of the eyes.
No set teeth amount. They change with expression.
Pants are made of rubber.
Move him like a cross between a monkey and a puppy.

Foo is the most unpredictable of the three. He's driven by his wants. If he wants something he just goes for it without thinking. He's usually just looking for something to eat or play with. Because of his uncomplicated nature, he doesn't usually drive the stories.

FOO IS LIKE A PUPPY.

He's pretty happy and likes the company of others.

He can go from being energetic to sleeping a lot, is always chewing on things and climbing stuff.

He's not spastic or an idiot, it's just that his mind races around and he's easily distracted. He can seem dense but it's because he's not thinking about things on a deep level. He can be a surprising savant about certain things, though.

Because he's so direct in his ways, his emotions are always very clear.

FURBERRIES ARE HIS FAVORITE FOOD. They're a kind of berry that everyone else finds inedible but he thinks are delicious.



QUALITIES:

- *Excitable/ Playful*
- *Impulsive*
- *Hungry*
- *Simple/ Uncomplicated*
- *Loving*
- *Messy/ Dirty*
- *Social*
- *Oblivious*

FOO LOVES HARVEY.

He's always hanging onto him, looking for him, talking to him, sharing things with him, etc. He considers Harvey his very best friend, and Harvey feels the same. Although sometimes Foo's energy can be a bit overwhelming for him.



FOO SHOULD BE ACTIVE.

He should be climbing on things, running, swimming, hanging upside down, and generally be like a kid who wants to touch everything.



MOUTH SHAPES
(USE SAME FOR FEE)

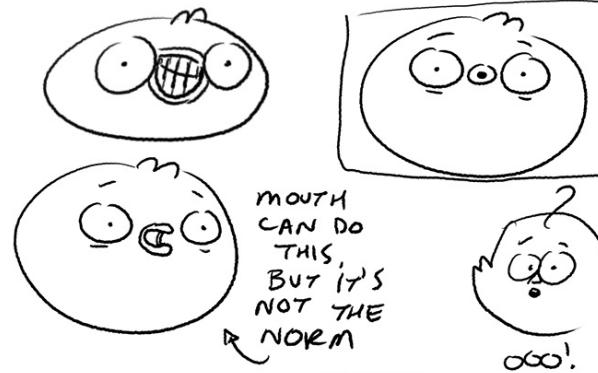
BAD SEEDS:

WHEN HARVEY BLINKS,
EYE BALLS ANIMATE
INTO LIDS.



HARVEY'S TEETH SHOULD
ONLY SHOW ON EXTREMES,
NOT IN NORMAL
CONVERSATION.

MOUTH SHOULD
FEEL LIKE A
CROSS BETWEEN
A BEAK AND
LIPS.



Fee & Foo
BLINK.



(Fee HAS
LASHES)



Fee & Foo
MOUTH CAN
BE ROUND



OR POINTY.



Fee CAN HAVE
MOUTH GO FROM
HAIR TO HAIR.

HAND
EXAMPLES





THEIR CONNECTION

The twins have never been close to anyone and have never had any rules. Because of their nature, they've always pushed people away. Harvey is the first person they've let into their hearts. Foo loves Harvey unconditionally, but Fee still has a hard time trusting. They live above Harvey in the branches of his tree, free spirits without a house to tie them down.

Harvey feels that he's found his first true friends. The twins may give him grief, but he knows they will stand by him. He's inspired by their strength and the bond they share. There's never been anyone as exciting in his life as these two and he'll defend them to anyone. Even more than friends, he thinks of them as family.



IRVING TWEETS

(Harvey's dad)

A stay-at-home dad, he's always trying to improve his domestic skills in creative ways. But since he's a spaz, he tends to mess things up.

He's got a good group of friends that he hangs out with to play board games, do amateur astronomy, and play together in a crappy band (he's on keyboards.)

Happy to see his son coming out of his shell, he lets him go off and have adventures. He totally knows the twins are trouble but likes them and trusts them to look after Harvey.



DAD CARRIES AROUND THE BABY SISTER. Harvey is excited to have a sister, but as it gets closer he has to come to grips with not being the only child anymore. The birth should happen around the beginning of season 2 (fingers crossed!)



MIRIAM TWEETS

(Harvey's mom)

A dreamer and a lover of stories, she works at the local library. She's usually trying to organize theme events so she can dress up in fun costumes.

She's easily the loudest, most distracting person at the library, usually because she's in character. To her the library isn't about learning, it's about going to interesting places in your mind. Harvey likes when he gets to help her at work because he enjoys organizing and alphabetizing the books.

At home or with her friends, she maintains that same level of enthusiasm. She tends to believe a lot more in others than in herself. Harvey always wants her to stand up for herself and follow her dreams.

DADE

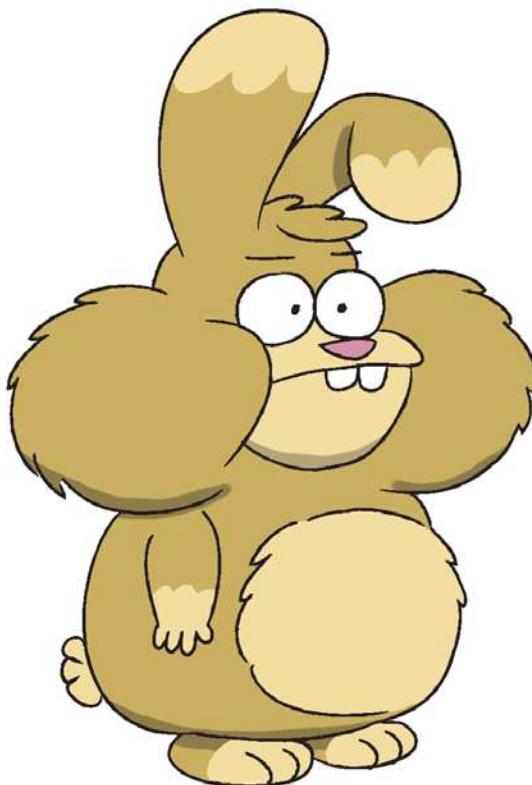
Dade looks up to Harvey as his idol. It borders on obsessive man-crush. So he's obscenely jealous of the twins and the attention Harvey gives them. They used to hang out a lot more before the twins.

Dade really wants Harvey to walk the path of righteousness and will do whatever it takes to keep him from falling under the terrible influence of those no-good devil twins.



He's often involved in the gang's adventures because he wants to be around Harvey. Harvey likes Dade but gets frustrated when he tries to hold him back. Dade can either evolve with Harvey or fall by the wayside.

He's a tattle-tale and a worrier. Telling on people is his way of trying to get recognition. He has a ton of siblings but none of them like him. Think of him as a middle kid in a big, Christian family.



CLAIRe

Claire is a sweet girl involved in every extracurricular activity possible - piano, swimming, languages, French cooking, Tibetan chanting, robotics, etc. It seems like she's got something new each week.

Being overscheduled isn't her choice. Her parents want her to be a type-A overachiever like her older, perfect sister. The reality is that it's not her nature to be that way. So she really goes full-tilt in the little bit of free time she can get.

She totally crushes on Foo because she sees him as the bad boy. She joins in the kids' adventures as a small act of freedom and defiance. But she usually has to multi-task during them to keep up her hectic schedule.



Claire's older sister is a hard act to follow. She's the one who is perfect at everything, casting a long shadow over Claire. Her parents have made her sister into this uberwoman and they want Claire to be a carbon copy of her. Claire spends all her time trying to live up to those expectations, but she's slowly finding her own voice.

She's jealous of Piri Piri but tries not to show it.



PIRI PIRI

Piri Piri thinks everything is AMAZING! She has no critical point of view, so everything rates a 10. Everything. She's constantly noticing completely mundane things to point out how unique and incredible they are.

She attempts to be artistic, always doing something creative like photography, painting, or music. But since she can't edit herself, it's all pretty bad.



TECHNO BEAR

Technobear is very confident and narcissistic, always fussing about how he looks and how much the ladies want a piece of him - a modern Pepé Le Pew. A Jersey Shore kid.

His view of attracting the opposite sex is filtered through a kid's eyes who doesn't really understand women at all. He has a lot of assumptions about the ladies, all of which are wrong. So he's always giving Harvey bad advice.

He's always hitting on Harvey's mom.

He's not terribly bright.

He loves to dance to techno music, hence the name.



KRATZ

Kratz is the downer of the group. He's the one who assumes that nothing will work out and everything is pointless. He's awkward and uncomfortable and has a way of making others uncomfortable. If there's a worst case scenario, Kratz has thought of it.

Bad things always happen to him. Whether it's karma or luck, who knows?

He usually joins in adventures, not because anyone asks him but because he keeps showing up.



ROOTER

Rooter is the “bro” kid. He prides himself on being the strongest of anyone and is always trying to prove it in ridiculous ways.

He lives in a very Darwinian state of mind. The strongest will not only survive, but flourish. He’s usually preparing for some catastrophe, from surviving a meteor strike to a zombie apocalypse.



PRINCESS

Princess' actual name is Princess, so she believes she's a real princess.

Princess doesn't like ANYTHING. There's no reason why. She just instantly dislikes everything and has to let you know.

She's a loud, grumpy, waddling monster that thinks she's amazing at everything. Yet she continually hangs out with the kids, annoying them and telling them how much she dislikes their stuff.



MIKEY

TBD



THE DEER SIBLINGS

TBD
Maybe rednecks??



DAD'S ADULT FRIENDS

JEREMY

He's a very soft-spoken adult, usually mumbling his words. He's terribly indecisive. Most people really like him and keep giving him responsibilities that they shouldn't.

He dreams of being an entertainer, but he has no stage presence. Strangely enough, he's the lead singer in his band. Jeremy is easily overwhelmed and often finds himself in situations beyond his control.

MOFF

Moff is a giant moth who can't fly. He's pretty nerdy, into science fiction and Steampunk (which Harvey's dad doesn't think is a legitimate genre). He's complains about everything and has very passionate opinions.

He believes in intelligent life in the universe and wants aliens to come take him away.

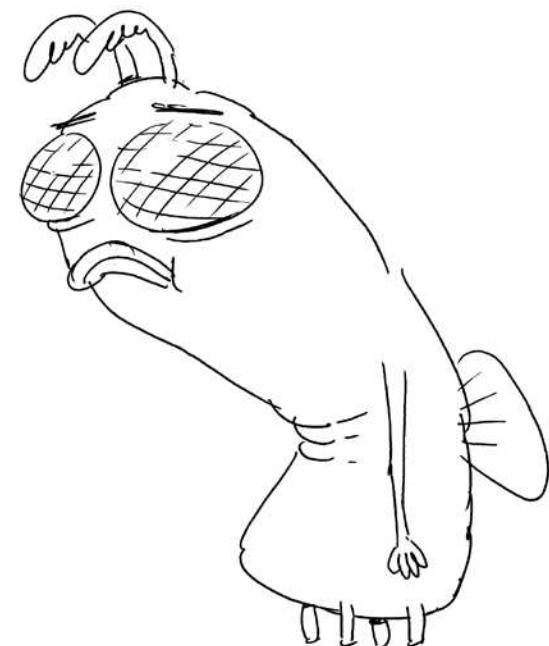
He's not comfortable around children and takes no pleasure in their presence,



yet the kids always go to him like cats go to allergic people.

He and Harvey's dad have been friends since they were kids. If they met today, Harvey's dad probably wouldn't hang out with him, but their long friendship overrides Moff's annoying qualities.

Moff does come through when folks need him, but it's usually with lots of complaining.



DOCTOR ROBERTS

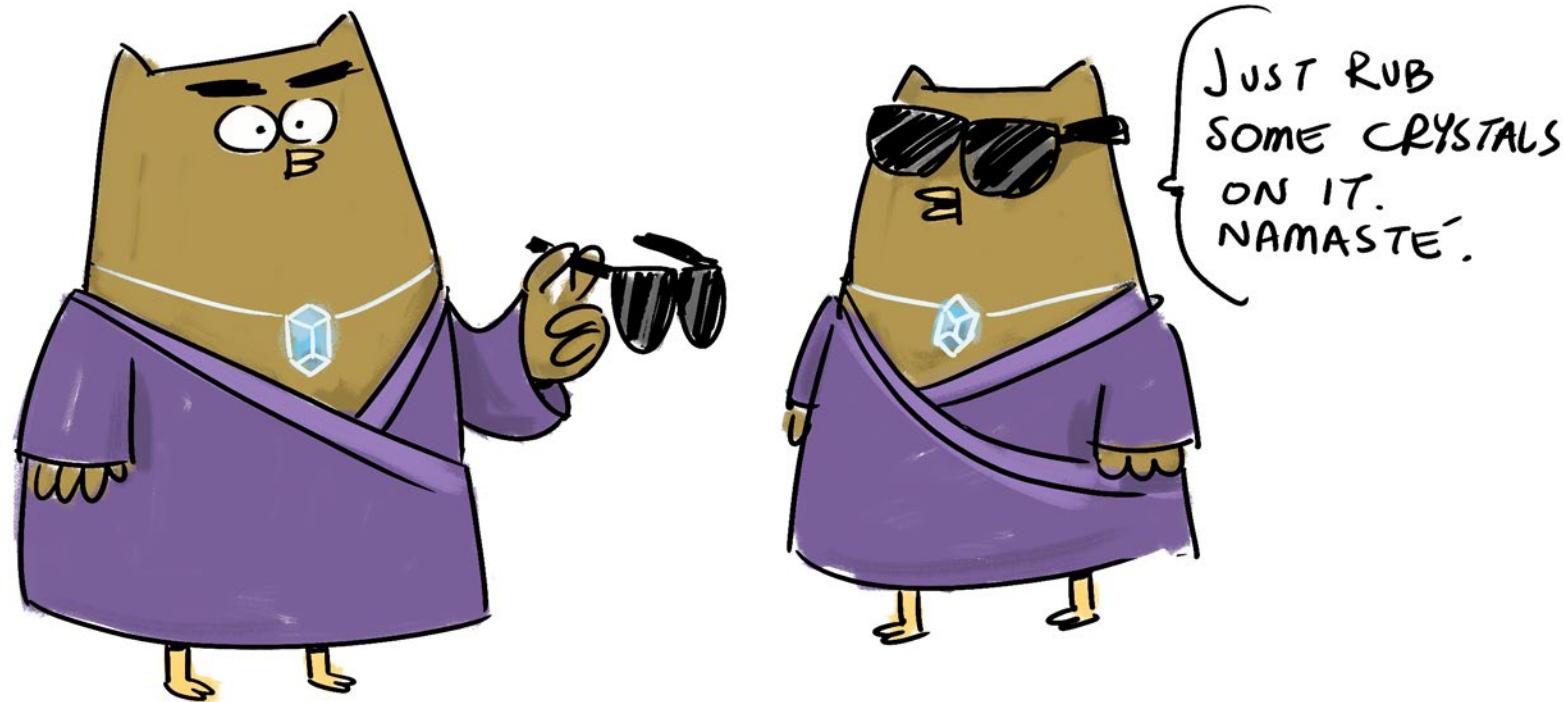
He's Princess' dad. His first name is actually Doctor, and like his daughter, he was raised to believe he was what his name is. So even though he has no official training, he's the town doctor.

He's a new age healer who relies on crystals and acupuncture, on feel good vibes and nasty-tasting herbs. He doesn't know if there's any truth to any of his cures, but it was the easiest way for him to practice medicine.

He always has his "cool guy" shades on, just so he can take them off for emphasis, like CSI detectives.

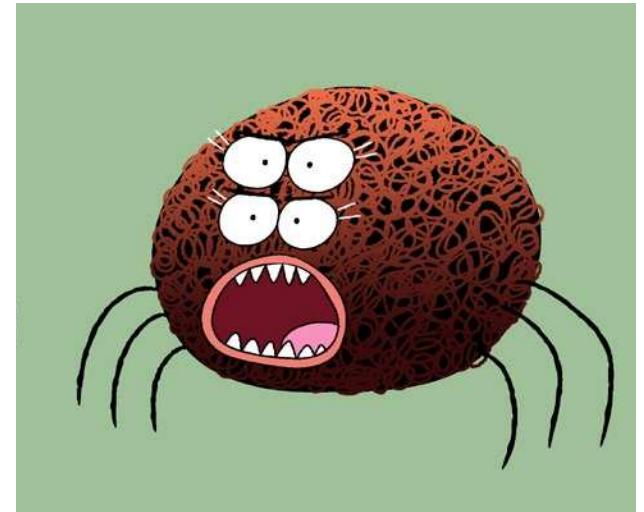
He's a guy who got into eastern medicine and philosophy, but never looked at the deeper meaning of any of it. He's a very surface person.

He occasionally hangs out with Harvey's dad.



CLAIRE'S MOM

She's always competitive about her children, pushing them to be better than all the other kids. Harvey's mom is begrudgingly friends with her.



TARA

A frazzled single mother with dozens of babies always swarming around. She's got no patience for anyone. The kids help her out when they can, but all these babies can be even too much for them to handle. Unable to keep an eye on them all, the babies are always getting into everything. Luckily spiders are very resilient, especially baby ones.

She enjoys spending time with Harvey's mom, but Harvey hates when the baby spiders run all over his house.

RANDL

The owner of a store called *Randl's Rents*, he's a hoarder who rents out all his junk. He's very, very possessive about his stuff. Randl doesn't like kids very much, but business is business. He's not the easiest guy to deal with, but since there's not competition, folks keep shopping with him.



THE SQUIRRELS

(they're French)

A gang of cute but ruthless criminals. The kids sometimes find themselves working for them, mostly because the pay is good and they get fed. The squirrels intimidate everyone. They're led by Papa Jean, an obese patriarch who has to be carried around on a leaf by ants.

The real brains of the group is Jean Luc. There's also Jean Claude, Sean Jean, Billie Jean, & Long Jean.



OFFICER FREDD

He's like a cross between Judge Dredd and Batman, patrolling the forest for undesirable behavior. There's none more serious or dedicated to their job. His perfect world is a totalitarian police state.

He always seems to sneak up on folks.

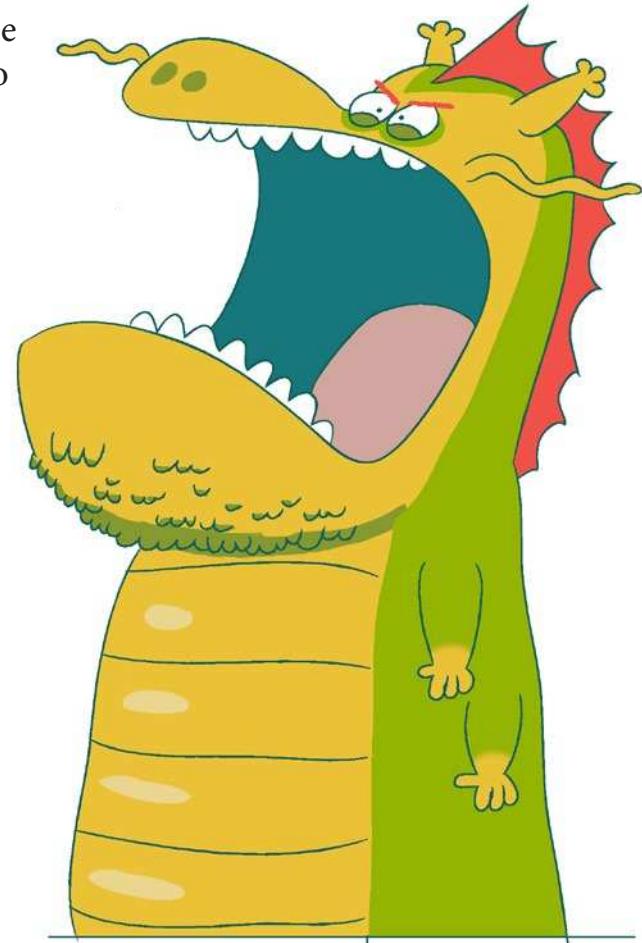
The twins are definitely high on his "watch list."



THE SPIRIT OF WETBARK LAKE

He's the resident lifeguard of the lake. He thinks of himself in a much grander position than he actually has, and like the Wizard of Oz, takes any chance he can to act the part.

He does have the power to ban people from the lake, but a little flattery will go a long way with him. Just make him feel special and you can get what you want.

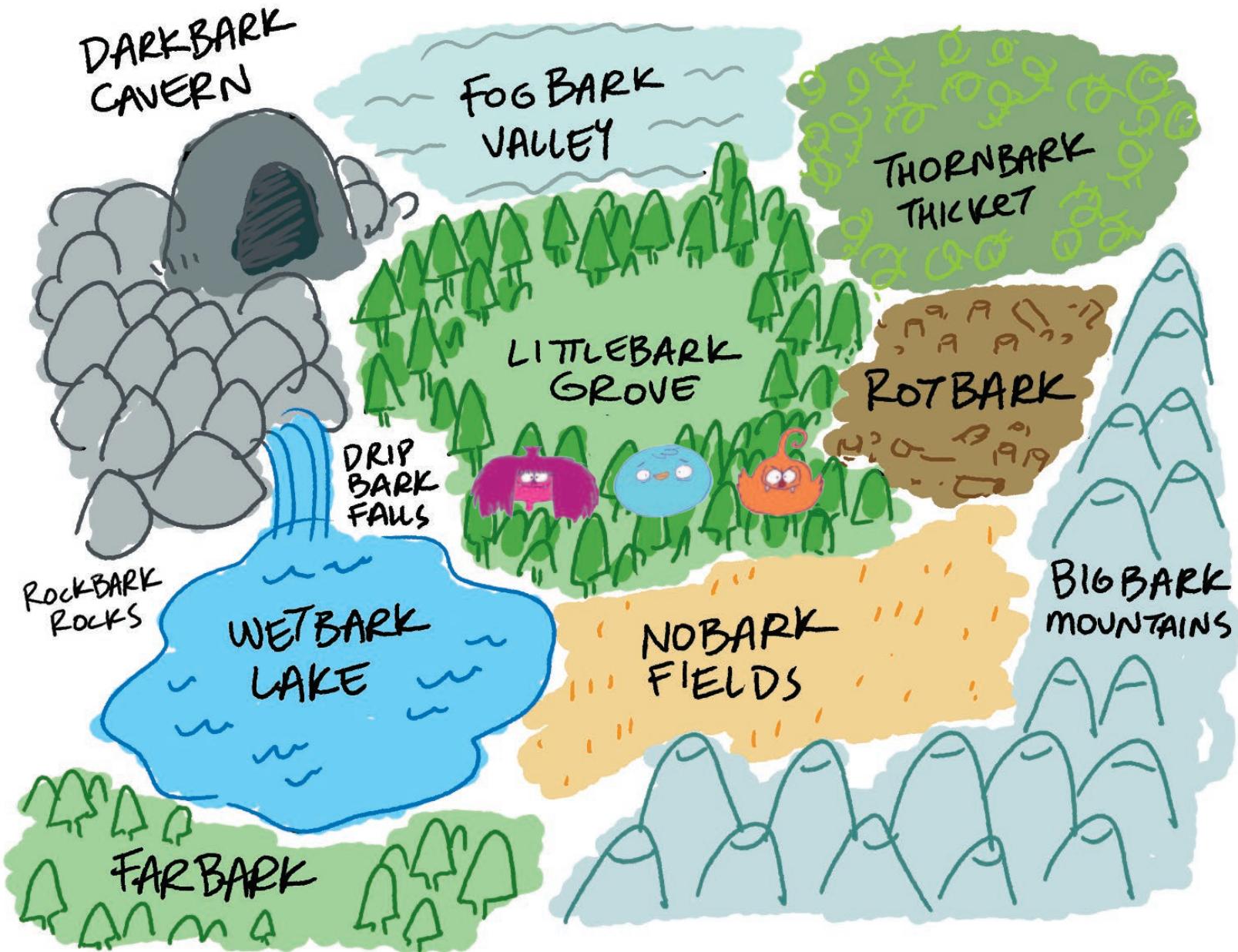


OTHER CHARACTERS

They're all a mix of real animals and strange forest creatures and spirits.



TREEBARK WOODS



Treebark Woods is a hidden forest filled with fantastical spirits, giant insects and living seeds.

A lush grove separate from our world, it seems to us like a wonderful and magical place. But to its inhabitants it's just where they go about their daily lives.

Since the animals are the ones who named the place, every part of their world has "Bark" in the name.

They live in a part of the woods known as Littlebark Grove. It's essentially the suburbs. Rotbark is the bad part of town. Fogbark valley is full of mystery and urban legends. Darkbark Cavern is dangerous and seedy, like downtown at night. Wetbark Lake is serene and relaxing. Thornbark thicket is a place no one has ever gone and returned from.



STORY

The stories should evolve naturally out of the characters being kids and their view of the world. They're trying to make sense of things and define their place in it.

Let's enjoy seeing how they might find trouble and make terribly wrong decisions.

No complicated plot setups. The story should be about a feeling. What emotions are we going to experience with the character?

No stories about them hating each other or having big fights. Find entertaining ways to handle conflict.

No stories about people being forced to be miserable.

Think about what feels good to watch. Seeing friends overcome obstacles together is fun.

The stories should always be unexpected and surprising but not feel forced. Funny decisions and behavior will be better than random funniness.

The kids don't go to school or have any daily agenda other than finding ways to entertain themselves.

Focus on the main three and their different approaches to problems.

Keep other kids involved, but not driving the stories.

Use Harvey's family when possible - think of them as a home base.

There should always be at least one really memorable scene that sticks with you.

End with a warm feeling.

Each story should show us something new about someone and their relationships.

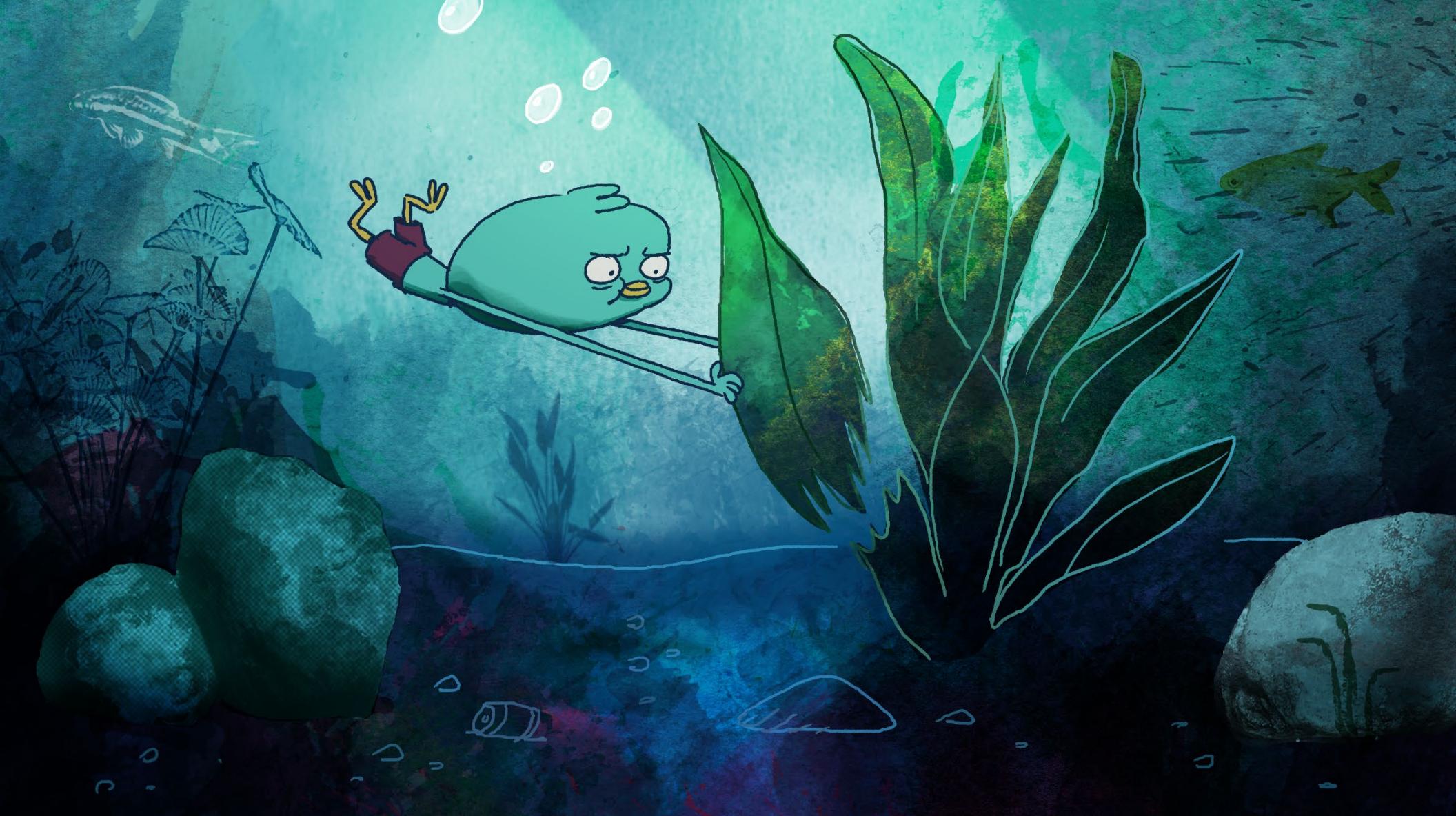
There doesn't have to be a message or "learning," but there needs to be some character change, some self-realization.

Start as late into the story as you can.

Think of different story structures - no formulas.

Don't pack too much in. Give moments a chance to meander a little.







THIS IS FROM AN OLDER VERSION.
IGNORE THE CONTENT BUT PAY
ATTENTION TO THE ATTITUDE.





